ABSTRACT OF THE DISCLOSURE

A system and method for interacting with online/offline games using a mobile communication terminal. The system includes a mobile terminal and a mobile game server. The mobile terminal downloads a game executable in an offline mode over a

5   communication channel, plays the downloaded game according to an entry command signal, and transmits update information composed of its own number information assigned for communication and a resultant game score over a wireless channel according to an entry command signal. The mobile game server contains a memory for storing the number information of the mobile terminal and the resultant game score

10   corresponding to the number information, detects the number information of the mobile terminal from among the received update information upon receiving the update information from the mobile terminal, and stores the resultant game score in the memory according to the detected number information. Therefore, the mobile terminal gains access to the mobile game server over the wireless channel upon receipt

15   of an entry command signal, and downloads the resultant game score stored in the mobile game server.